

SEGA™

THE SAN DIEGO ZOO™ PRESENTS...

# THE ANIMALS!™

A TRUE MULTIMEDIA EXPERIENCE

CD  
ROM  
SEGA  
ENTERPRISES

The Software Toolworks®  
CD ROM



ARNOWITZ STUDIOS

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Rated by V.R.C.

**GA**

Appropriate for  
all audiences.

General Audiences



THE SAN DIEGO ZOO™ PRESENTS...

# THE ANIMALS!™

A TRUE MULTIMEDIA EXPERIENCE

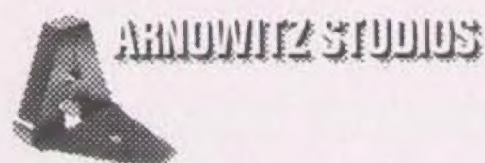




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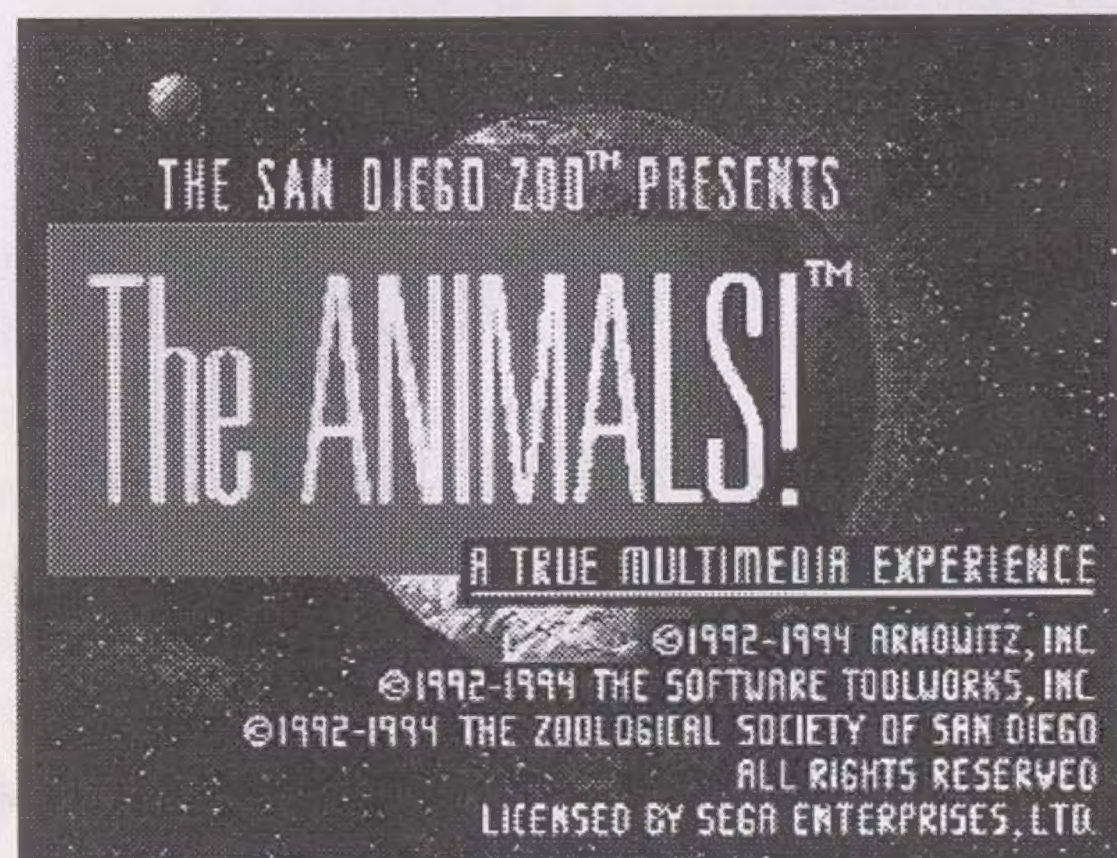
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## Welcome

Welcome to *The San Diego Zoo™ presents... The Animals!*™ Discover the liveliest collection of animal sights, sounds, and statistics ever to appear on a computer screen. The technical wizardry of SEGA CD™ brings the mammals, birds, and reptiles of the world-famous *San Diego Zoo* right into your home.

*The Animals!* is a sneak preview of the San Diego Zoo's long-range plans. The idea is to group animals by natural habitats called biomes. Also called a bioclimatic zone, a biome is a combination of biological, geographical, and climate features. Biome organization of the zoo helps emphasize three important issues in the world today:

- All life is connected.
- People affect habitats.
- Many species are endangered.

Just like the real zoo, *The Animals!* is full of wonderful animal exhibits. The difference is that each exhibit is a media event—photos, movies, stories, and text. Feel free to wander the zoo and explore exhibits any way you like. Or you can take one of the guided **Tours**, such as *Animals In Disguise*, which takes you on a specific path through the zoo.





## The Main Features Include:

Explore *The Animals!* in these wonderful ways:

**Biome Exhibits** – Get to know the world's ten major bioclimatic zones and the animals that live in them. An introduction describes the biome, the balance between its plants and animals, and man's impact on that biome in different countries around the world. Successive exhibits show animals native to the biome. You can enter biomes from the **Main Menu** map.

**Animal Exhibits** – Within the biomes, learn about animals through video clips, animal sounds, narration, and beautiful photos from the **Media Library**. You can explore a species and learn about its problems in the world today.

**Special Exhibits** – Discover the joys of special places at the zoo. Take a trip to **Inside The Zoo**, **Kids**, **Stories**, **Nursery**, **Zoo Garden**, and the **Research Center** (CRES). You can enter the special exhibits through the **Main Menu** map.

**Guided Tours** – Visit related exhibits of special interest, such as *Animals In Disguise*, *Fact Or Fable*, and *Jaws, Claws & Creature Features* by choosing **Tours** from the **Main Menu** map. Each tour is narrated by a guide, such as a curator, zoo keeper, or wildlife expert. Your guide is very patient—you can jump on and off tours any time to explore things that interest you.

**Stories** – Read and hear about animal adventures. Stories show up in many exhibits, and they are fun and easy to use. All stories are in the **Story Theater**.

**Multimedia extras** – More than an hour of award-winning video, with synchronized sound, 2.5 hours of additional sounds and narration, over 1300 color photographs, 1,000+ pages of text, plus...

**Search**, **Media Library**, and **Jump to Exhibit** options everywhere!



## How to use The Animals!

*The Animals!* was designed to make it fun and easy for you to learn about animals with your Sega CD system.

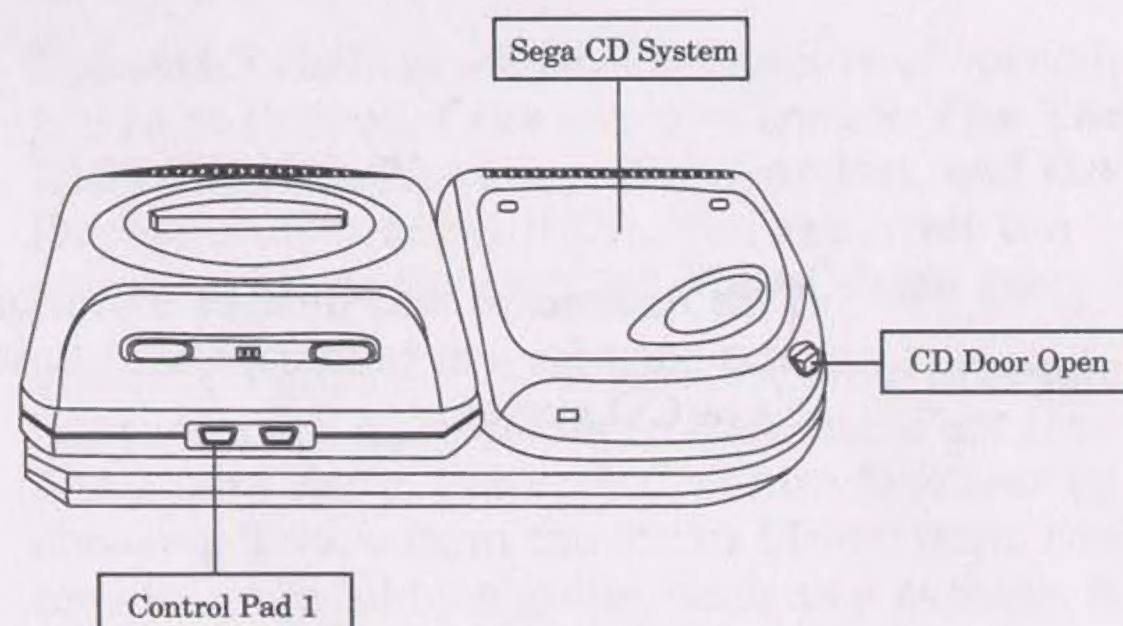




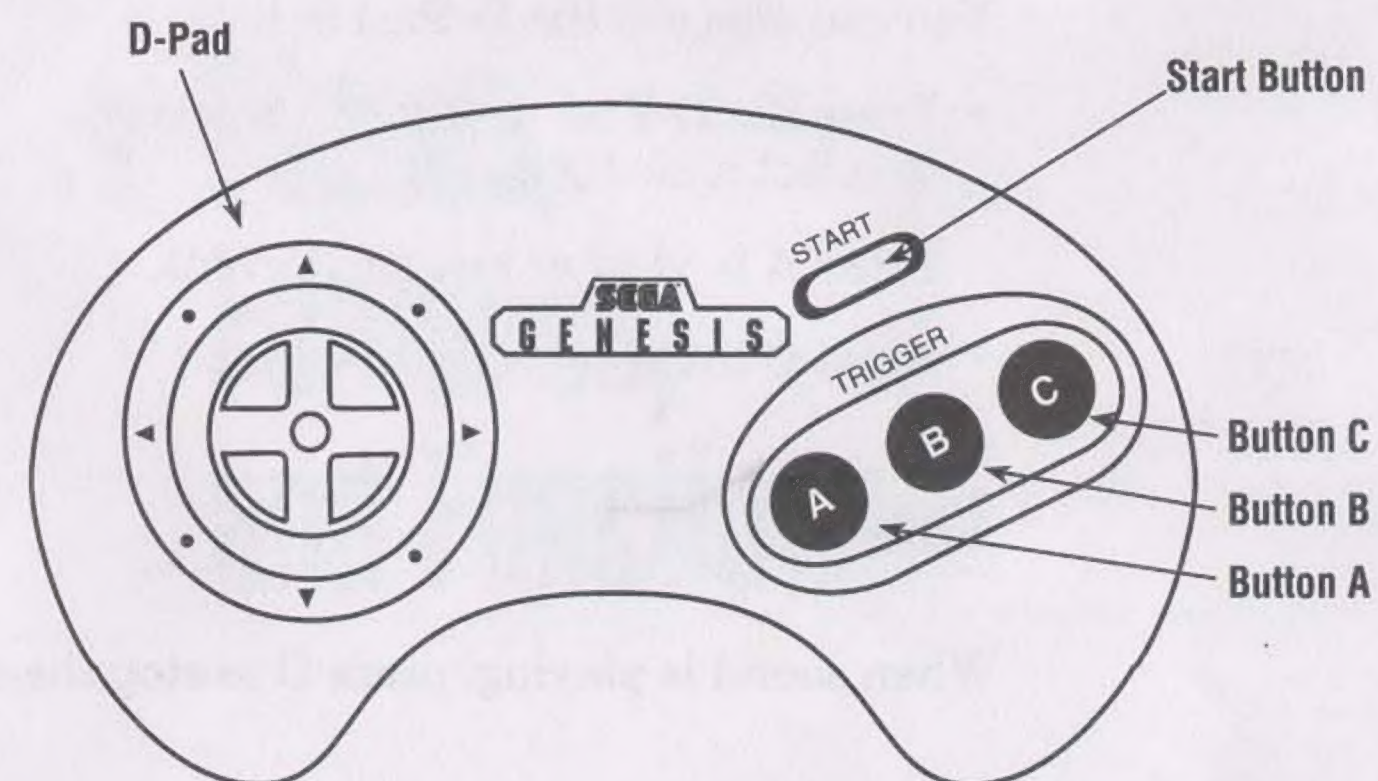
## Quick Start

1. Put the disc in your Sega CD drive with the label up.
2. Turn on your Sega CD and Genesis System.
3. Press **Start** to see the title screen.
4. Press **B** to go to the Main Menu.

Note: After you put the disc in the CD drive, if you press **C** the Genesis System control screen appears, which is how you usually play music CDs. Point to the **CD-ROM** button, then press **A** to start **The Animals!**



## Control Pad



Ping™ is your guide to **The Animals!**

Use the Control Pad to move Ping around and explore **The Animals!**

**Directional Pad (D-Pad)** - Move Ping around the screen; move up and down in lists.

**A** - Action button. Use the **D-Pad** to help Ping select something, then press **A** to choose that selection.

**B** - Begin the game and speed Ping along.

**C** - Cancel. Lets you exit from a list, stop an animation, and end sound.

**Start** - From the **Main Menu** open a diagram that show these Game Controls. Press **C** to return to the Main Menu.





## Lists

You can also use the **D-Pad** in lists.

- Press the **D-Pad** up and down arrows to select a media event.
- Press **A** to view or read that event.
- Press **C** to cancel out of the list.

## Sound

When sound is playing, press **C** to stop the sound.



# Places, Features, and Functions

This section presents all the places, features, and functions in **The Animals!**





## Main Menu Map

This is the **Main Menu** map:



The different landscapes on the map represent the world's ten different bioclimatic zones, called **Biomes**. Other locations include the **Nursery** and the **Zoo Garden**. The tour bus marks the spot where all guided tours depart.

Move Ping to any active spot on the menu by pressing your **D-Pad** arrows. When you move Ping to an active spot, a pop-up tells you where it goes. Press **A** to go there.

The door on the bottom left of the screen lets you exit to **Sega Checking Disc** screen.



## Navigation Palette



Many of the tools you use to find your way through *The Animals!* appear at the top of the screen—the **Navigation Palette**.

The **Return to Main** button always takes you back to the **Main Menu** no matter where you are in the program.

The **Go Back** button takes you to the last screen.

**Jump to Exhibit** lets you choose from a list of exhibits in the biome or tour, and go there directly.

**Search** opens an alphabetical list of animals.

**Library** takes you to the Media Library.





## Exhibit Display Screen



Most of the exhibits focus on a particular theme. For example, if you choose the **Islands** biome on the **Main Menu** map, you will explore exhibits presenting the different animals that live on Islands.

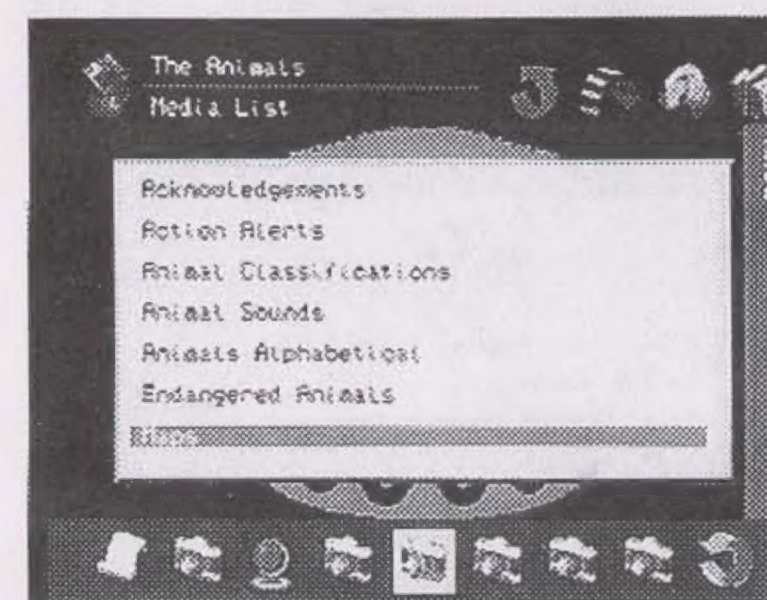
To navigate from one exhibit to the next within any biome, tour, or other location, walk Ping off the right or left side of screen to view the exhibits in order; or choose the **Jump to Exhibit** button to open the list of available exhibits for that Biome. You can tell exactly where you are at the Zoo by reading the location labels that appear on the top of the screen.

You're free to explore any of the text, maps, pictures, sounds, movies, and stories presented at that exhibit. Use the **D-Pad** to move Ping over the media event you want to view, then press **A**. Icons for all available media events are at the bottom of the screen.

The type of media item you select determines the controls available to you. For example you can page up and down through text items, play and pause through movies, and turn the pages of a story.



## Media Library



In the **Media Library** you can view all the media events including text, pictures, sounds, movies, maps, and stories. Think of it as an index to **The Animals**!

Like any good library, the **Media Library** has been carefully organized. The **Media List** lets you choose the set of media events you want. You can explore maps, movies, photographs, and text.

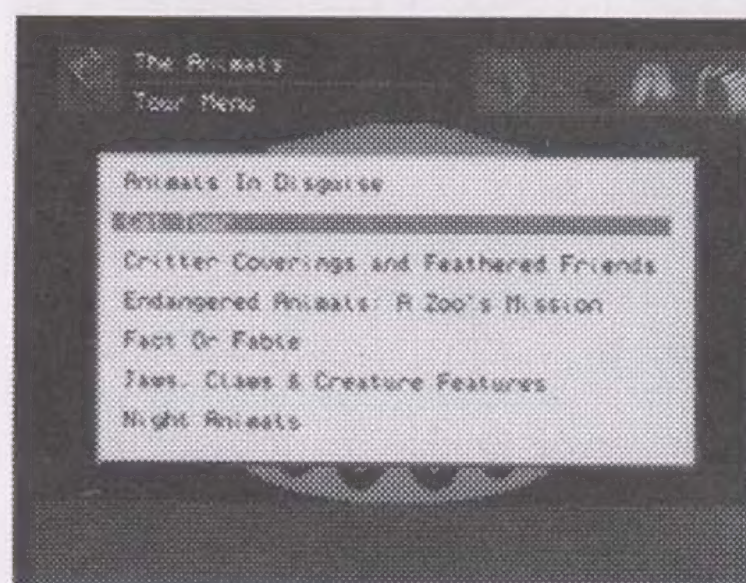
For example, if you choose **Maps** from the opening dialog, you see the list of all Maps displayed on the screen. To select a map, use the **D-Pad** to point to its title, then press **A**.

Press **C** to exit a media event, a list, or the library.



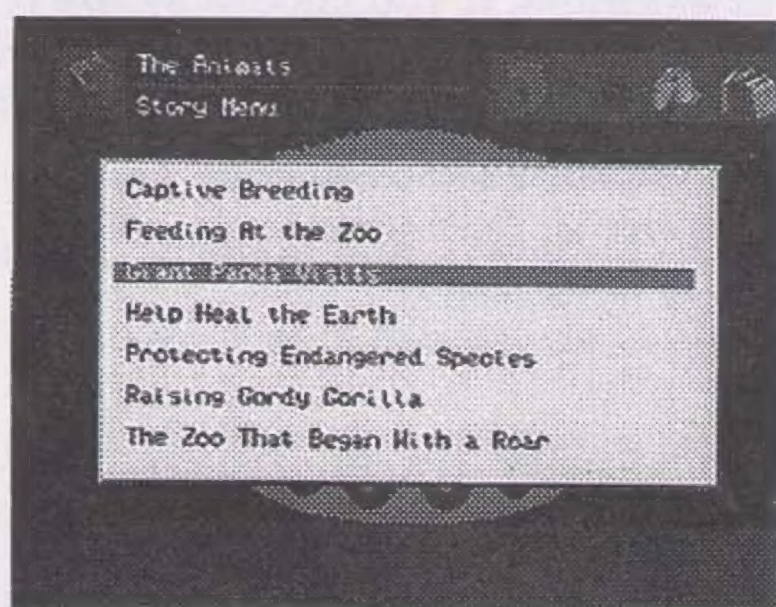


## Tours



Selecting the **Tours** bus lets you choose from a list of tours. All tours are an ordered route of stops at particular exhibits. Point to a tour and press **A**. To exit a **Tour Menu** press **C**. To exit a tour, walk Ping to the **Return to Main** icon and press **A**.

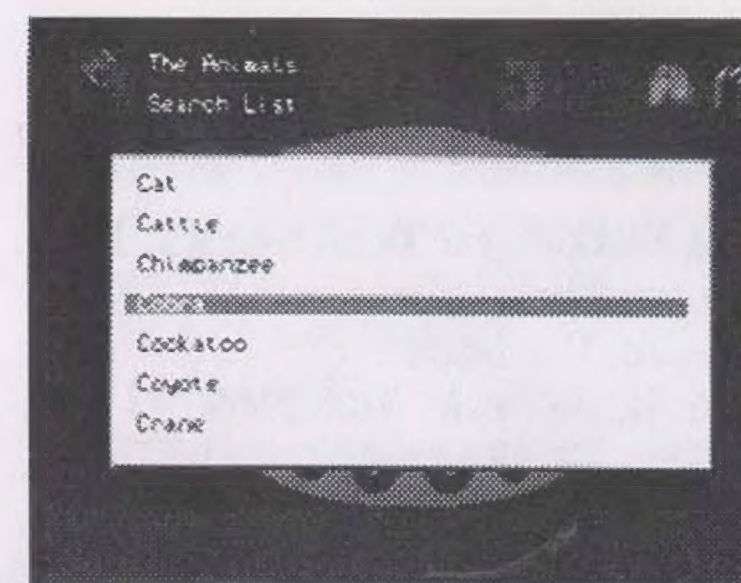
## Story Menu



Stories are one of *The Animals!* most popular attractions.

Selecting **Stories** on the **Main Menu** map takes you to the **Story Menu**. These are the same stories that you will find sprinkled among various exhibits. The **Story Menu** lets you access any story without having to search for it in the Exhibits. To exit, press **C**.

## Search



**Search** lets you look for media events by animal, based on keywords. Walk Ping to the **Dog** icon, then press **A**. An alphabetical list of animals opens. Use the **D-Pad** arrows to select an animal, then press **A**. The list of all media events relating to that animal appears. You can then choose an event.

If your word doesn't appear in the keyword list, it means no media items are associated with that keyword. Find another word that's close.

When you search for a keyword, *The Animals!* finds all text, pictures, sounds, movies, and stories that relate to your keyword and gives them to you as a list of media items in the **Media Library**.

To exit **Search**, press **C**.





## Technical Support

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please contact:

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### Handling Your Sega CD Disc Instructions

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.**  
Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

## Limited Warranty

The Software Toolworks, Inc. warrants to the original purchaser of this product that the Sega CD Disc will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

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